THE SWORD OF FATE™

INSTRUCTION MANUAL

Thank you for purchasing TILES OF FATE, another exciting video game from American Video Entertainment, Inc. Our seal of quality guarantees challenging, affordably priced software for play on the Nintendo Entertainment System*.

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THE LEGEND

IN 303 BC IN THE VALLEY OF SHE-TING, YOUNG SUM-LEE OF THE CHIN CLAN FOUND A SMALL LEATHER POUCH THAT CONTAINED 42 TILES. LEGENDS SPOKE OF THESE MAGICAL TILES, MADE BY THE GODS AFTER THE CREATION. IT WAS SAID THAT THEY WERE PLAYED BY THE GODS AS A GAME, BUT UNLIKE THE GAMES PLAYED BY MORTALS, THESE TILES COULD PREDICT THE FUTURE.

LOU BAN THE MOST SKILLED CRAFTSMAN, CARVED COPIES OF THE TILES OUT OF FINE IVORY, AND GAVE THEM TO THE 7 KINGS OF CHINA. SOON ACROSS THE LAND THE ART OF THE TILES BEGAN TO SPREAD, BUT WITH IT SOMETHING SINISTER TRANSPIRED.

EVERYDAY SOMETHING MORE STRANGE AND UNLIKLY WOULD OCCUR. DROUGHTS AND FLOODING, TERRIBLE FAMINES AND THEN HUGE HARVESTS. AS THE TILES WERE USED BY THE KINGS TO BRING THEMSELFS GOOD FORTUNE, THE WINDS OF CHANCE WERE BLOWN OUT OF CONTROL. THE LAND WAS PLAGUED BY GREAT CATASTROPHIC TWISTS OF FATE.

EACH TILE HAS A MATE. ONLY BY PLAYING THE TILES AGAINST THEMSELVES CAN THEY ACHIEVE SYMMETRY AND THEIR EFFECT ON THE LAND BE NUTRALIZED.

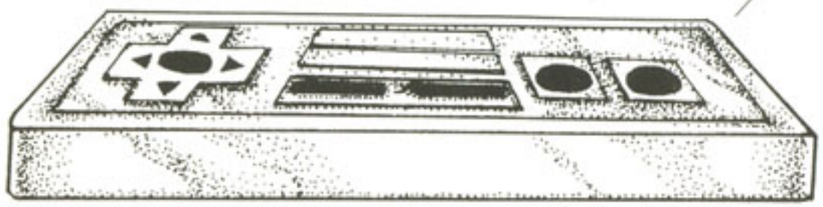
USING THE CONTROLLER

Tiles of Fate can be played by one or two players. Use the controller to move your cursor to the desired Tile. Press A button once to choose the Tile. The selected Tile will glow blue. Now move to its matching Tile and press A button again. As the Tiles are united the force of Symmerty will cause both Tiles to simply cease to exist, but remember the force of Symmetry can not flow across more then two right angles.

Control Pad: Moves your cursor up, down, right, and left.

B button: Press to cancel your last move.

A button: Press to choose a tile.



START: Press to begin game or to pause during play.

SELECT: Select allows you to choose one of the 3 Forces of Fate.

PLAYING THE TILES

At the bottom of the screen is your time line. Some Tiles will increase the amount of time you have to complete a level. Watch the time line carefully because when your time is up your game will come to an end.

THE 3 FORCES OF FATE

Sometimes you will have to use one of the Forces of Fate to clear a board. They are displayed on the right side of the screen. To use them you must collect their tokens hidden under tiles. For each token you collect a pink jewel will be added to the frame around the matching symbol.

The Flash of Chance:

This force will allow symmetry to effect any matching tile on the board even ones that are surrounded by other Tiles.

The Force of Balance:

This force can be used to eliminate brick walls that block the path of Symmetry.

The Flag of Knowledge:

This force knows where matches are that you have missed. By using this force you will allow knowledge to take your turn for you.

TILE DESCRIPTIONS

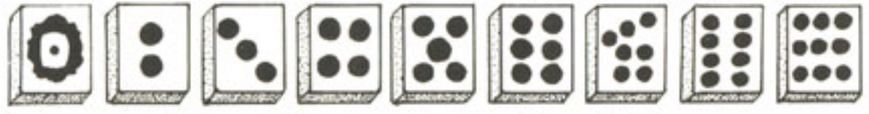
The Tiles of Mankind

These Tiles control the directions of mankind.

The Tiles of Bamboo

These Tiles decide the winners and losers of war and conflict.

The Tiles of Coins



These Tiles represent wealth and riches.

The Tiles of the Air

These Tiles manipulate the directions of the winds

The Tiles of the Seasons

These Tiles control the fluxuations of the seasons.

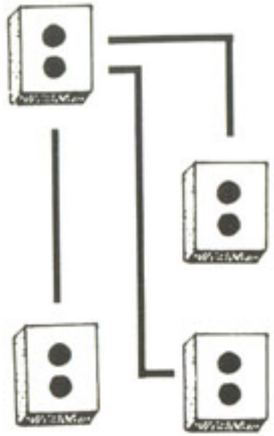
The Tiles of Blossoms

These Tiles bring joy and beauty.

Brick Wall

Bricks block the flow of Symmetry, but can be broken by the Force of Fate.

WISDOM OF THE TILES



Scoring

5 Points for every dot left on your time line after a round is cleared.

6 Points for any two Tiles or any Brick left at the end of a round.

40 Points for any special token collected after the frame if full.

Hints

Symmetry can never make more then two turns.
Like the tiger, you must plan your moves carfully and act quickly.
Any Season Tile will match any other Season Tile.
There are ways to increase the time left. Can you figure them out?
Beware of the skull and cross bones. When it appears you will have to use a Force of Fate to complete the round.

Editing your own game

With Tiles of Fate you can build your own board layout and challenge your friends. Simply select EDIT from the options screen. By pressing the A button you will be able to lay out the Tiles any where you want. When all the Tiles have been placed your custom game can begin.

PRECAUTIONS

This is a precision game cartridge. By following these simple Precautions it will provide you years of challenging game play.

1. Do not expose cartridge to extreme heat or cold.
2. Do not hit or drop game cartridge.
3. Do not touch connector terminals.
4. Do not clean with solvents or alcohol.

This game cartridge contains no user serviceable parts. Never disassemble as this voids all warranties.

Compliance with FCC Regulations.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This Booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4.

American Video Entertainment 90-Day Limited Warranty.

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City *State* *Zip Code* *Age*

Area Code & *Phone Number*

Thank you for purchasing TILES OF FATE. Please take a moment to answer these questions.

How many video games do you own? _____

How many of them are American Video Entertainment games? _____

Please rate the following aspects of the game (10 = excellent, 1 = poor):

Playability:	10 9 8 7 6 5 4 3 2 1	*Action:*	10 9 8 7 6 5 4 3 2 1
Graphics:	10 9 8 7 6 5 4 3 2 1	*Overall Rating:*	10 9 8 7 6 5 4 3 2 1

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Other: _____

Send this card to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131.

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